# Rec'd PCT/PTO 12 JUH 2005 37

10/542137 (12) INTERNATIONAL APPLICATION PUBLISHED UNDER THE PATENT COOPERATION TREATY (PCT)

### (19) World Intellectual Property **Organization** International Bureau

## 

(43) International Publication Date 5 August 2004 (05.08.2004)

PCT

(10) International Publication Number WO 2004/066212 A2

(51) International Patent Classification<sup>7</sup>:

G06T 7/00

(21) International Application Number:

PCT/IB2003/006364

(22) International Filing Date:

10 December 2003 (10.12.2003)

(25) Filing Language:

**English** 

(26) Publication Language:

English

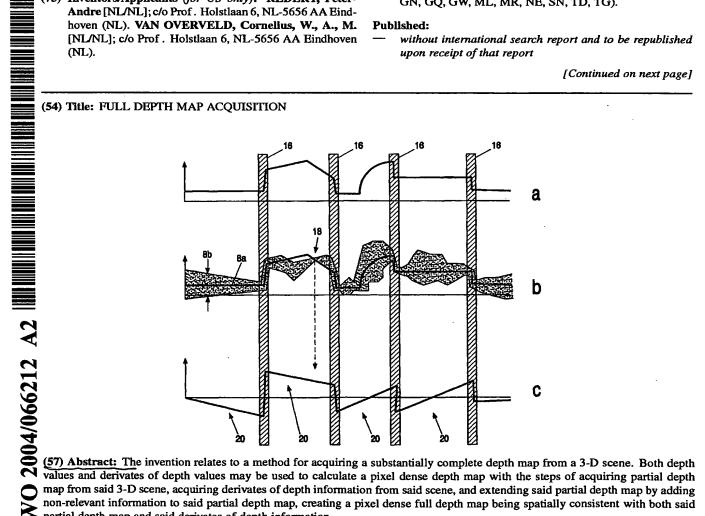
(30) Priority Data: 03100092.0

17 January 2003 (17.01.2003) EP

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- (81) Designated States (national): AE, AG, AL, AM, AT, AU, AZ, BA, BB, BG, BR, BW, BY, BZ, CA, CH, CN, CO, CR, CU, CZ, DE, DK, DM, DZ, EC, EE, EG, ES, FI, GB, GD, GE, GH, GM, HR, HU, ID, IL, IN, IS, JP, KE, KG, KP, KR, KZ, LC, LK, LR, LS, LT, LU, LV, MA, MD, MG, MK, MN, MW, MX, MZ, NI, NO, NZ, OM, PG, PH, PL, PT, RO, RU, SC, SD, SE, SG, SK, SL, SY, TJ, TM, TN, TR, TT, TZ, UA, UG, US, UZ, VC, VN, YU, ZA, ZM, ZW.
- (84) Designated States (regional): ARIPO patent (BW, GH, GM, KE, LS, MW, MZ, SD, SL, SZ, TZ, UG, ZM, ZW), Eurasian patent (AM, AZ, BY, KG, KZ, MD, RU, TJ, TM), European patent (AT, BE, BG, CH, CY, CZ, DE, DK, EE, ES, FI, FR, GB, GR, HU, IE, IT, LU, MC, NL, PT, RO, SE, SI, SK, TR), OAPI patent (BF, BJ, CF, CG, CI, CM, GA, GN, GQ, GW, ML, MR, NE, SN, TD, TG).

### Published:



map from said 3-D scene, acquiring derivates of depth information from said scene, and extending said partial depth map by adding non-relevant information to said partial depth map, creating a pixel dense full depth map being spatially consistent with both said partial depth map and said derivates of depth information.

